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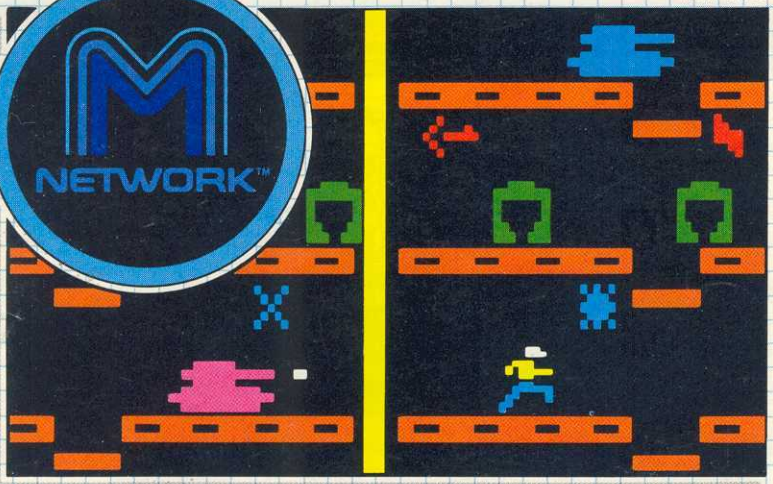

ADVENTURES OF TRON

INSTRUCTIONS

(For 1 Player)

The object of the game is to keep your man, TRON, alive and scoring points. Keep him moving from side-to-side and floor to floor. Send him up the elevators. Jump him down a floor. Or slide him down the center INPUT/OUTPUT beam. Wave after wave of Master Control Program attackers must be avoided — deadly Recognizers and Grid Bugs, even cannon-firing tanks. At the start, TRON has 4 lives, 1 on the screen, 3 in reserve.

For Your Atari* Video Game System

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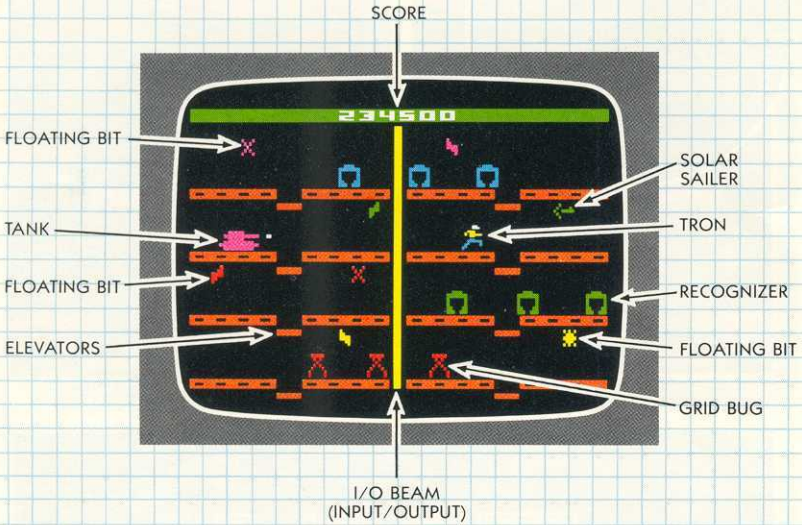
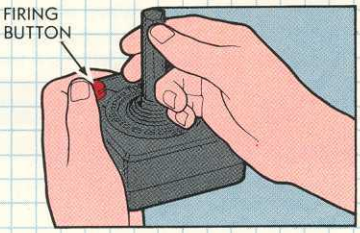
THE GAME



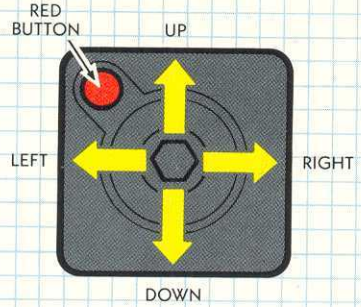
You'll play one man at a time. Alone, your man TRON must avoid attackers on a grid with four floors. Keep him moving, keep him healthy — riding up the elevators, jumping down floors. Have TRON hitch a ride on a Solar Sailer! Points are scored by maneuvering TRON into position to intercept flying "bits" floating by overhead. Top floor points count extra. Stay alert! There's no place to hide.

THE CONTROLS

Use your joystick controllers with this game. Be sure the controller cables are securely plugged into the back of your game console. Each player holds the controller so that the red FIRING BUTTON is to the UPPER LEFT.



KEEP HIM MOVING!



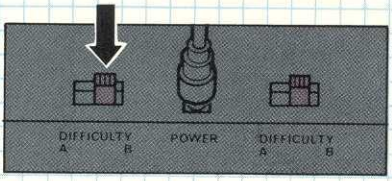
- Push joystick **LEFT** to make man run toward screen LEFT.
- Push joystick **RIGHT** to make man run toward screen RIGHT.
- Press **RED BUTTON** to make man JUMP. Also to make him drop off the Solar Sailer.
- Push joystick **FORWARD**...
  to move man up the elevator,
  to slow down his fall on the INPUT/OUTPUT BEAM.
- Pull joystick **BACK** to...
  to **slow** elevator's upward move,
  to fall **faster** on the Input/Output Beam,
  to **jump** down a floor. (Hold down **longer** & jump down more than one floor.)

IMPORTANT: Elevators will NOT work unless TRON CROSSES the I/O BEAM at the center of your screen. On the ground floor just walk him across. On the upper floors you must make him JUMP across the center I/O BEAM. (Try to walk him across and TRON will **fall down** the INPUT/OUTPUT BEAM!)

DIFFICULTY SWITCHES

Only the LEFT Difficulty Switch makes any difference in game play. In "B" position, all the various levels of play go SLOWER. (Game gets harder — cannon-firing tanks appear as more points are scored.)

"A" Difficulty position is for experienced players **only.** Everything speeds up dramatically in position "A". (Tanks appear at once and everything comes in from different sides.)



SELECT DIFFICULTY ("A" OR "B" SETTING) **BEFORE** GAME STARTS.

HOW TO PLAY

Turn game on...

1. Depress console RESET button.

2. TITLE will appear on TV Screen.

3. Push either JOYSTICK and PLAY BEGINS! Use RED button to make man jump. Use JOYSTICK to maneuver.

MORE ABOUT GAME PLAY

• When game starts, you have FOUR lives to lose. One man on your screen at a time. The grid has FOUR floors.

• All it takes is ONE enemy contact and your man is eliminated. (Until ALL four lives are lost, man is automatically replaced.)

• You must avoid 3 KINDS of MCP attackers: RECOGNIZERS, GRID BUGS and CANNON-FIRING TANKS (in the more difficult levels.)

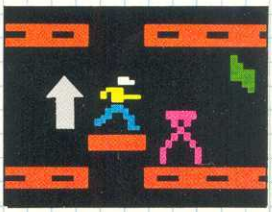
RECOGNIZERS

GRID BUGS

CANNON-FIRING TANKS

• MCP attackers appear on the TOP FLOOR first. They move across the screen horizontally until they reach an edge. They then DROP down one FLOOR and move horizontally in the OPPOSITE direction. Attackers snake their way downward until they exit on the GROUND FLOOR. (In harder game levels, attackers alternate the side they enter by.)

• ELEVATORS **up** or the I/O (INPUT/OUTPUT) BEAM **down** are good ways to dodge enemy action. Elevators go up one floor only. And you must CROSS the center I/O BEAM before they work. You **can control** how fast your man moves up or down the elevator or I/O Beam by using the Joystick. Sliding down the I/O Beam also activates the elevators for a trip back up.

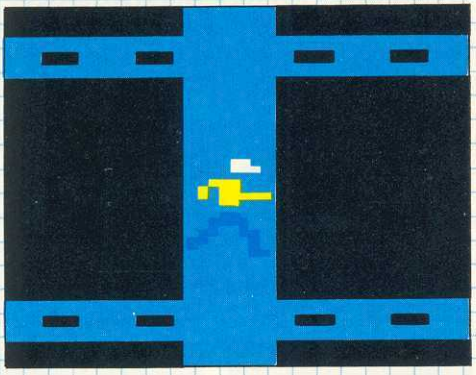


• You can jump your man down any number of floors, depending on **how long** you pull joystick BACK and hold it. (See previous page.)

• Don't forget the Solar Sailer! It's another way out of danger. Make TRON jump up and hitch a ride.

• Points are won by maneuvering TRON into position to intercept (capture) floating "BITS". EXTRA points for upper floor captures. (See "SCORING," below.)

• When you have captured ALL 7 floating "BITS", SCREEN WILL TURN BLUE. Survivor will then get a free trip up the Input/Output Beam, right off the screen. (I/O Beam may be entered from **any** floor.) Now you are into a NEW SCREEN. PLAY BEGINS AGAIN at a faster, more difficult level. Score 2,000 BONUS POINTS for each new screen.



• If MCP attackers take all four lives, the GAME IS OVER! DEPRESS RESET SWITCH & START A NEW GAME.

IMPORTANT: Be sure to turn your game unit OFF when not in use.

SCORING

DESCRIPTION	POINTS
Bit intercepted on the 1ST FLOOR (Bottom)	100
Bit intercepted on the 2ND FLOOR	200
Bit intercepted on the 3RD FLOOR	400
Intercepting each Bit on the TOP FLOOR	800
BONUS each time a NEW SCREEN appears	2,000

WINNING TIPS

FOLLOW the MCP attackers with your man instead of leading them. It's safer with RECOGNIZERS & GRID BUGS. What's more — TANKS **cannot** shoot backwards!

DON'T TRY to jump over a RECOGNIZER or a TANK on the upper 3 floors! It's hard! (On the ground floor jumping over tanks & Grid Bugs is easier!)

WATCH the screen edges! Don't get blind-sided. Attackers have a very nasty habit of entering a floor above or below just when your man arrives up the elevator!

PRACTICE COORDINATING the JOYSTICK & RED JUMP BUTTON. Do this enough times until it's second nature.

ALWAYS start your man on the GROUND FLOOR and work up gradually. You'll have more time to get your bearings, pick up the easier scoring bits as you move him up.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Service Center (West)
13040 East Temple Ave.
City of Industry, California 91746

Mattel Electronics Service Center (East)
10 Abeel Road
Cranbury, New Jersey 08512

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